

Huron Colors & Blends

- 1"x 1" Stacked Bond
- 1"x 2" Stacked Bond
- 1"x 2" Running Bond
- Morse, 1" x 1" & 1" x 2"
- Herringbone, 1" x 2"
- 1"x 4" **ONLY IN PIER BLEND**
Running Bond or Stacked Bond

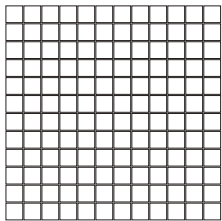
Huron Colors & Blends

- 1"x 1" Stacked Bond
- 1"x 2" Stacked Bond
- 1"x 2" Running Bond
- Morse, 1" x 1" & 1" x 2"
- Herringbone, 1" x 2"
- 1"x 4" Stacked Bond
- 1"x 4" Running Bond
- Hex Stacked Bond

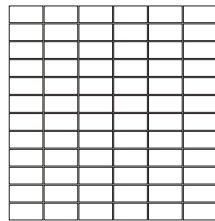
Splash & Arcadia Colors & Blends

- 1"x 1" Stacked Bond
- 1"x 2" Stacked Bond
- 1"x 2" Running Bond
- Morse, 1" x 1" & 1" x 2"
- Herringbone, 1" x 2"

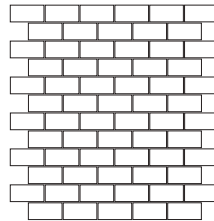
Available Sizes & Patterns for Huron, *Superior, Splash and Arcadia



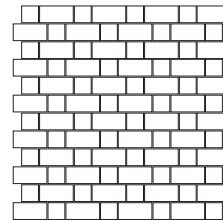
1" x 1" (25 x 15 mm)
1.13 sq. ft./sheet



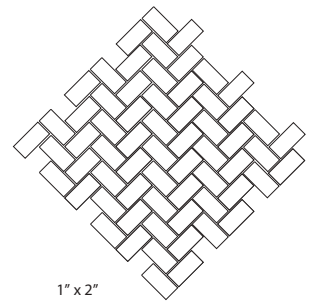
1" x 2" (25 x 52 mm)
Stacked Bond
1.13 sq. ft./sheet



1" x 2" (25 x 52 mm)
Running Bond
1.04 sq. ft./sheet

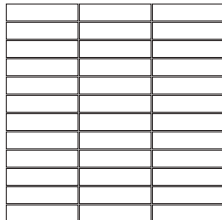


1" x 1" & 1" x 2"
Morse
1.13 sq. ft./sheet

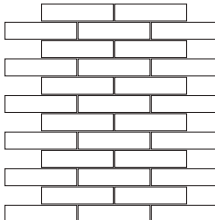


1" x 2"
Herringbone
0.88 sq. ft./sheet

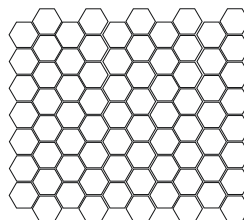
*Additional Sizes & Patterns for Superior ONLY



1" x 4" (25 x 54 mm)
Stacked Bond
1.13 sq. ft./sheet



1" x 4" (25 x 54 mm)
Running Bond
0.94 sq. ft./sheet



1.6" (42mm) Hex
0.99 sq. ft./sheet

Special Order

1" x 4" and Hexagon are available by special order for Huron, Splash, and Arcadia Collections. 500 SF minimum per single color SKU.

Finishes



01
Clear



02
Iridescent



05
Aventurina



21
Sand



22
Sand Iridescent



08
Beach



13
Silver



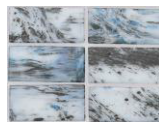
41
Opaque



42
Opaque Iridescent



03
Smalto



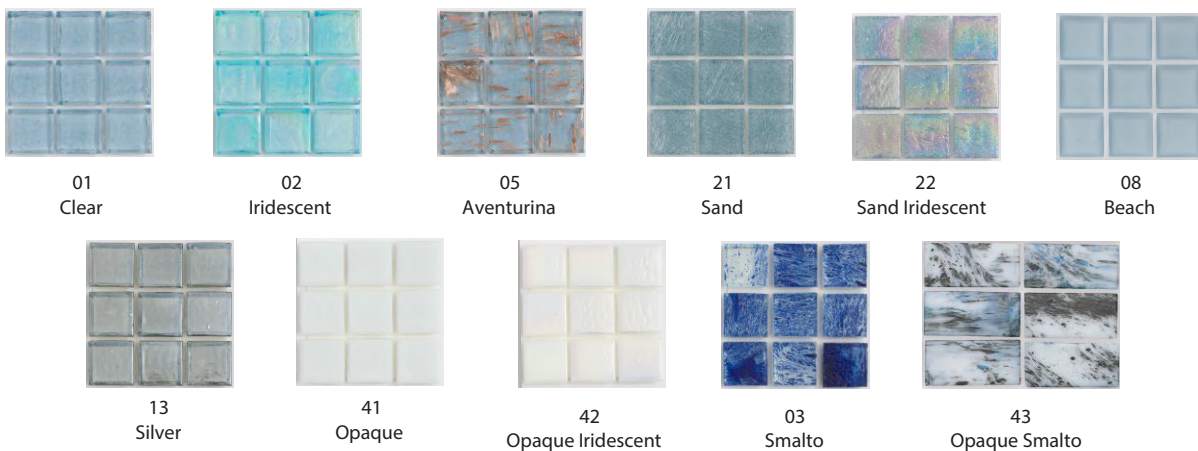
43
Opaque Smalto

Details

- Minimum Order is 10 SHEETS
- All mosaics are packed 10 sheets/ box
- Paper face mounting is standard

FINISHES DESCRIPTION

All of our glass is produced via the cast glass process. Glass casting is the process in which glass objects are cast by directing molten glass into a mold where it solidifies. This technique has been used since the Egyptian period. Modern cast glass is primarily produced through processes utilizing a continuous furnace (kiln) or a batch furnace. Electricity, heavy oil or natural gas can be used to fire the kilns to the required temperatures which are in excess of 2500 degrees Fahrenheit. We use the batch furnace process exclusively fired by natural gas as this is the cleanest burning of the available options. This process allows greater production flexibility, the use of more finishes, produces vibrant colors and adds a 3-dimensionality effect to the glass.



CLEAR (01): Our clear finish is a color through body cast glass. Some darker colors may not appear clear due to their darkness in color.

IRIDESCENT (02): The iridescent finish shows luminous colors that seem to change when seen from different angles. Some of these finishes have a multi-color appearance. The iridescent finish is achieved by spraying iridescence after tile forming when the tile is still very hot. Since this process is based on a chemical reaction between the sprayed component and the glass, it's very durable and scratch resistant.

SMALTO (03): Using clear glass we can create numerous different colors by adding various pigments before the glass tile forming process. The rich colors in our Arcadia family run through the glass randomly producing a movement effect like water running in a river. Arcadia offers a range of eye-catching colors and finishes.

AVENTURINA (05): This process involves adding special glass chips that contain micro metallic copper flakes to molten glass. This produces an effect whereby the fine particles are suspended in the clear glass and appear like copper filaments throughout the body of the glass tile.

BEACH (08): We can etch any of our clear colors to produce a natural sea glass appearance. Etching is a post-production technique that we use to make this very popular finish. It does not affect the characteristics or performance of the glass. It does provide a higher Dynamic Coefficient of Friction (DCOF) of 0.54 which exceeds the ANSI standard of 0.42 for wet surfaces as put forth by TCNA.

SILVER (13): Like the iridescent, our silver finish is achieved through application of a material after tile forming when the tile is still very hot. The effect gives a monochromatic and reflective appearance. It is available in our 718.13 Moonstone color used in our Moonlight blend.

SAND (21): We use Lake Michigan sand to produce this finish that has a high degree of opacity. Sand is added to our furnace during the glass melting process. The sand retains its form to create a multi-dimensional surface finish and provides the opaque appearance.

SAND IRIDESCENT (22): We combine the sand finish and the iridescent finish to produce a beautiful effect – again with a high degree of opacity. Several of our standard blends in our Splash and Superior product lines feature this finish.

OPAQUE (41): We start this finish with a fully opaque glass that has white and off-white options. Opacity is achieved by adding materials that crystalize to produce this effect.

OPAQUE IRIDESCENT (42): Combines Opaque and Iridescent finishes.

OPAQUE SMALTO (43): Combines Opaque and Smalto finishes.

SHADE VARIATION

V1 - Uniform Appearance: Differences among pieces from the same production run are minimal.

V2 - Slight Variation: Clearly distinguishable texture and/or pattern within similar colors.

V3 - Moderate Variation: While the colors presented on a single piece of tile will be indicative of the colors to be expected on the other tiles, the amount of colors on each piece may vary significantly.

ALL OF OUR FINISHES ARE V2 – SLIGHT VARIATION EXCEPT SMALTO FINISHES THAT ARE V -3 MODERATE VARIATION.

We seek to continually improve and refine our products, and reserve the right to make changes in material, specification, and pricing without prior notice.

All of our tiles are handmade and unique. Occasional variations in color, shade, tone and texture are to be expected in all glass products. Samples do not necessarily represent an exact match to existing inventory.

TEST PERFORMED		SHADE VARIATION
ASTM C650-04 <i>Chemical Resistance</i>	No Effect	V2 - Slight Variation Clearly distinguishable differences in texture and/or pattern within similar colors.
ANSI A 137.2 <i>Thermal Shock Resistance</i>	No Defects	V3 - Moderate Variation While the colors present on a single piece of tile will be indicative of the colors to be expected on the other tiles, the amount of colors on each piece may vary significantly. For example "that little bit of color" on one piece of tile may be the primary color on the next piece.
ASTM C648 <i>Breaking Strength</i>	Passes	SUITABLE APPLICATIONS Interior and exterior walls. Pools/spa/submerged. Freezing environments. Light traffic floor use.
ASTM C373 <i>Water Absorption</i>	Impervious	
ASTM C424 <i>Crazing Resistance</i>	Passes	
ASTM C499 <i>Facial Dimension/Thickness</i>	Passes	MAINTENANCE Standard household glass cleaner, or a neutral mild detergent with water.
ASTM C485-09 <i>Warpage</i>	Passes	
ASTM C1026-13 <i>Freeze Thaw</i>	Passes	LEAD TIME Normal lead time is 2-3 weeks or less. <i>Quick ship programs available.</i>
DCOF Acutest <i>Dynamic Coefficient of Friction</i>	.33 - .54	

